College of Jazz

*"The truth every good bard knows... is that music is a **part** of you. Maybe it's a small part, sure... but it's there inside. And once you start to unlock it, and reeeally reveal its potential... it can take you to places you never even imagined. And that, my friend... That's just **elemental**."*

While the bardic arts themselves can take on many different shapes and forms, it is a widely accepted notion that music is the most universally powerful way to touch a soul.

Members of the College of Jazz take this to heart more than any others, firmly believing in the inherent magic present within every melody.

Making masterful use of their genre's infectious rhythm, they strive to turn any battlefield into their personal venue; enthralling both allies and assailants alike.

Whether the battle is flowing like water or popping like hot fire, Jazz bards are always good enough to *outfox them all*.

Smooth Swing

When you adopt this college at 3rd level, you gain proficiency in the Performance and Persuasion skills. If you are already proficient in both these skills, you learn the *Friends* cantrip; which doesn't count against your total of cantrips known.

In addition, the bonus granted by your *Jack of All Trades* feature now also applies to any saving throw you make that doesn't already include your proficiency bonus.

Rhythm of the Soul

Starting at 3rd level, you learn to listen to the beat that hums from within.

Whenever you roll for initiative, you can mark that roll's result based on what type of number it was: **Odd** or **Even**. Until the end of combat, any time you make a spell attack, ability check or saving throw and get a number of the opposite type from the one you marked (odd against an even mark, or even against an odd mark), you can increase that roll's result by 1; having it match your stablished rhythm.

In addition, whenever you roll either ***a 1 or 19 on the d20*** *while marked as Odd*, or ***a 2 or 20 on the d20*** *while marked as Even*, you regain one Bardic Inspiration die.

Once you've used this feature, you can't do so again until you finish a short or long rest.

Artwork: *Adrian Ramirez, Ivan Fomin*

Design: *u/CamunonZ*

Improv Solo

Also at 3rd level, your musical talent allows you to find the perfect flow on the spot.

As a bonus action on your turn, you can expend one Bardic Inspiration die to kickstart an unscripted performance, lasting for a number of rounds equal to your Charisma modifier and covering a range of 40 feet.

For the duration of this feature, whenever an ally within range makes a Charisma or Dexterity ability check or saving throw, you can use your reaction to give them advantage on the roll. Additionally, whenever a hostile creature within range makes a melee attack roll or saving throw, you can use your reaction to give them disadvantage on the roll.

An affected target must be able to hear you in order to gain the specified effects.

You can use this feature a number of times equal to half your Charisma modifier (rounded up), regaining expended uses after you finish a long rest. When you reach 9th level, the range of your solo increases to 60 feet.

Call to Jive

At 6th level, you are able to call upon the Song of Creation for a *rather funky reinforcement*.

As an action, you can expend one spell slot of 3rd level or higher and a Bardic Inspiration die (or alternatively, four of your Bardic Inspiration dice) to cast *Summon Elemental* as a 4th level spell. When you do so, the casting time is increased to 1 minute, and the summoned creature uses the **Brass Elemental** statblock, detailed at the end of this document.

If your concentration is broken, the elemental remains for 1 more minute before disappearing (applies only when casting the spell through this feature).

Once you've used this feature, you can't do so again until you finish a long rest. When you reach 9th level, *Summon Elemental* is added to your list of spells known, counting as a bard spell for you and using either the Brass Elemental statblock or the standard one (your choice).

Astral Jam

At 14th level, your music can make those who hear it feel like they're on a different plane, enchanting body and soul beyond the boundaries of hostility.

Whenever you start your *Improv Solo*, all hostile creatures within range must make a Wisdom saving throw. On a failed save, they are treated as being under the effects of the *Otto's Irresistible Dance* spell; lasting for the solo's duration.

In addition, for as long as your *Improv Solo* is active, all allies within range are treated as being under the effects of the *Bless* spell.

> **NOTE:** If you extend the duration of your *Improv Solo* feature by expending another use of it before the performance ends, you may choose to have the duration of *Otto's Irresistible Dance* be extended as well.

Artwork: Ivan Fomin

Design: u/CamunonZ

Brass Elemental

Medium elemental, chaotic good

Armor Class 11 + your proficiency bonus (natural armor)
Hit Points 50 + 10 for each spell level above 4th
Speed 40 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	4 (-3)	10 (+0)	18 (+4)

Damage Resistances Slashing, Piercing, Psychic
Damage Immunities Poison, Thunder
Condition Immunities Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Unconscious
Senses Darkvision 60 ft., Passive Perception 10
Languages Primordial, understands the languages you speak
Challenge — Proficiency Bonus Equals your bonus

Musical Telepathy. The elemental can communicate telepathically with you so long as you are playing music.

Vibing Resonance. Whenever a Bardic Inspiration die is granted to the elemental, it can use a bonus action on its next turn to grant a Bardic Inspiration die to another creature within 60 feet of it that can hear it.

Actions

Raging Doot. *Melee Spell Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 2d6 + 2 + the spell's level thunder damage, and the target becomes deafened until the end of its next turn. This attack emits a thundering sound audible out to 100 feet.

Booming Wave. All creatures within 10 feet of the elemental must make a Constitution saving throw. On a failed save, a creature takes 1d10 thunder damage and is pushed 10 feet away from the elemental. On a successful one, the target takes half as much damage and isn't pushed. This attack emits a thundering sound audible out to 200 feet.

Cheering Groove. All allied creatures within 10 feet of the elemental that can hear it gain a bonus to their next ability check or saving throw equal to your Charisma modifier.

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Design: *u/CamunonZ*